Reflection - P10

This trashy game is currently able to:

1. build maps based on png maps (theoretically also jpegs)
2. switch images when characters are moving or character states (eg. is dead) changed
3. select single player mode/ two players mode
4. randomly move enemies and make them chase players when they get into a specific range (but enemies will stop at some weird points due to some unknown bug..)
5. let enemies not to chase dead players
6. let player A save player B if player B is dead and player A still has more than 1 lives.
7. let players not move across each other when both alive but able to do that after one of them is dead
8. let the player reborn at the initial position in the map and has 5 seconds of invincible time (what's it called in English???)
    -> And when a player is invincible there will be a red box around it.
9. go to a new level after collecting a certain amount of food.
10. have different type of food ->
    1. apple = 1 life
    2. pear = invincible for 5 secs
    3. orange = 100 points

If I have another week:
//and if I have no other homework

TODO List
- ~~player movement~~
- ~~wrap~~
- ~~map maps to canvas~~
- ~~player key press~~
- ~~spirit~~
- ~~map~~
- ~~prop~~
- ~~monsters~~
- ~~reborn, immune to monsters for 5 sec after reborn~~
- monster pathfinding
- move more flexibly without bumping into things
- shimmering effect (when touched by enemies)
- Show life and points and level up and game over
- Memory system to remember maps that are unlocked
- main page panel

- Start
- Mute
- Select unlocked map
- Select players
- Different attributes of different players
- sound and other

And I think I should get an A.. Because I wrote many many lines of code! (Though it's not something I should feel around of orz…)
(But is there anyone who would say that I think I deserve a B..?) TvT
I spent too much time on debugging the move( ) function and the collision detection thing and haven't yet figured out what's going wrong.. (Because I'm a great bug-generator! :D(and I have the capability of writing things that can be done in 5 lines into 100 lines! TvT (What should I do)))
But I'll come back finish this game after final exams —————— :)

And thank you JJ for helping me debug the move function
and for the whole semester
(So lucky for me to have 212(which I heard from everyone else that it should have been terrifying) as my favorite class after getting in Smith)